MINI

ADVENTURE COMICS

35p

Dungeon of Dread

THE SECOND CHALLENGE

ISSUE 5

This is not a normal comic. Read each numbered panel only when you are told to do so. When a panel gives you a choice as to what to do next, make your choice and go to that numbered panel WITHOUT READING ANY OTHERS.

Welcome once more, young adventurer, to the Dungeons of Doom. So you dare to accept my second challenge? The search for the crown of King Arthur was but a pleasant walk through my domain in comparison with your new quest! Now you must seek the Great Book of Power in which the wizard Merlin entered all his spells. The book was hidden long ago in the oldest and deepest part of the dungeons by the evil witch Morgan the Fey. It is the Book of Power that gives her her strength. Take it from her and her evil powers will fail. Now begin your quest. Enter the Dungeons of Doom, and may fortune go with you!

GO TO PANEL 1.

1

You walk down a dark, damp corridor and soon you come to a junction. As you ponder on which path to take, you hear heavy footsteps coming along the left hand passage.

If you run down the right hand passage, go to panel 16.
If you wait to see who (or what!) is coming, go to 22.

Suddenly you are confronted by three evil looking goblin warriors. "Aha, lads," cries their leader. "This looks like a tasty morsel for supper!"

2

If you have the war horn, go to 20.
If you do not your adventure has come to

THE END

"I search for Dorwen, an elven princess," he says. "She was imprisoned many years ago by the witch Morgan, because she would not give her the magic elfstone.

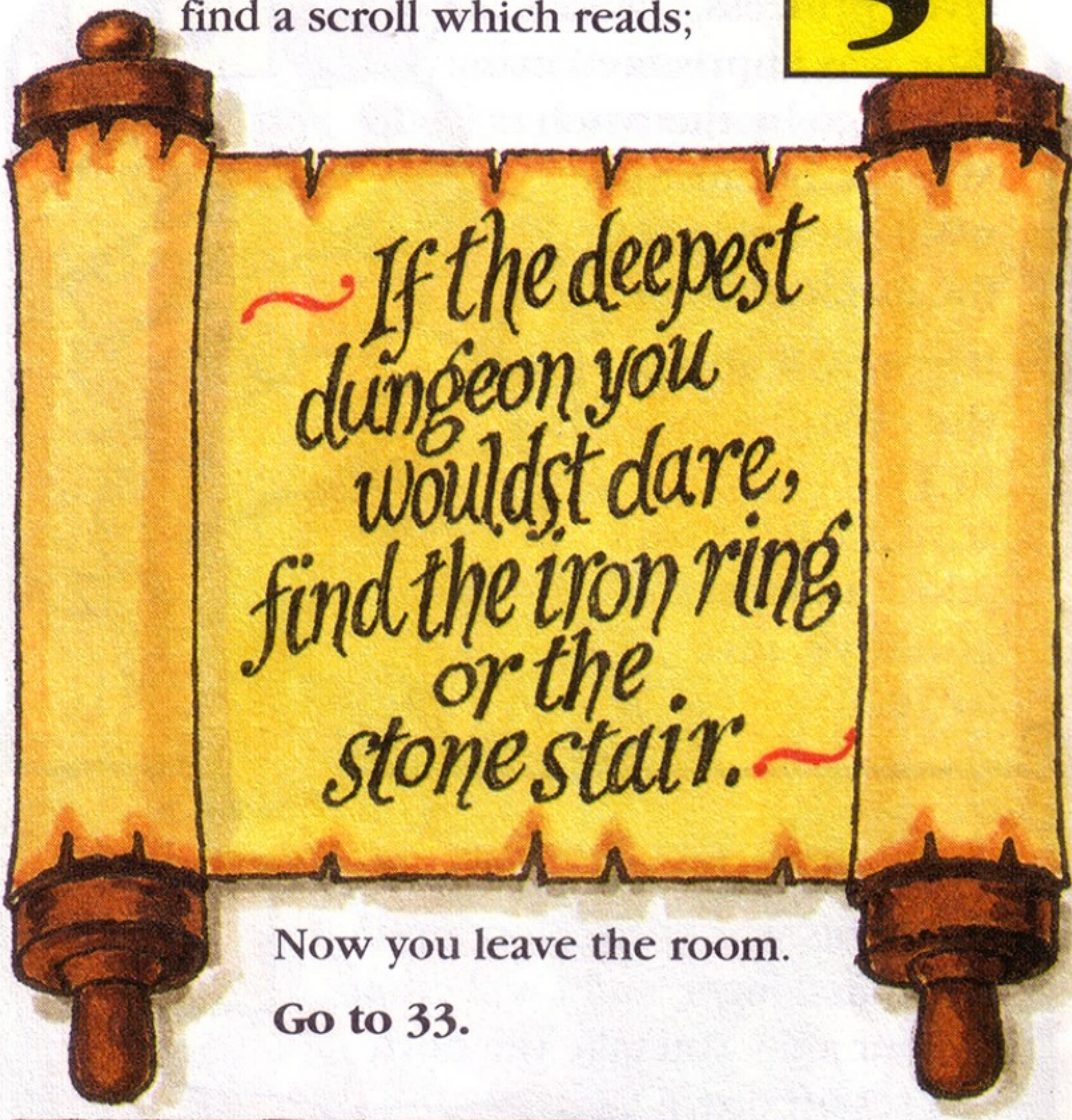
If you ask about the elfstone, go to 17.
If you wish him good luck and goodbye, go to 10.

"A worthy quest, indeed," he says. "Take this war horn. Blow upon it when in danger, and I will come to your aid." You take the horn and set off down the right hand passageway.

Go to 16.

5

In a corner of the room you find a scroll which reads;



Now you leave the room.

Go to 33.

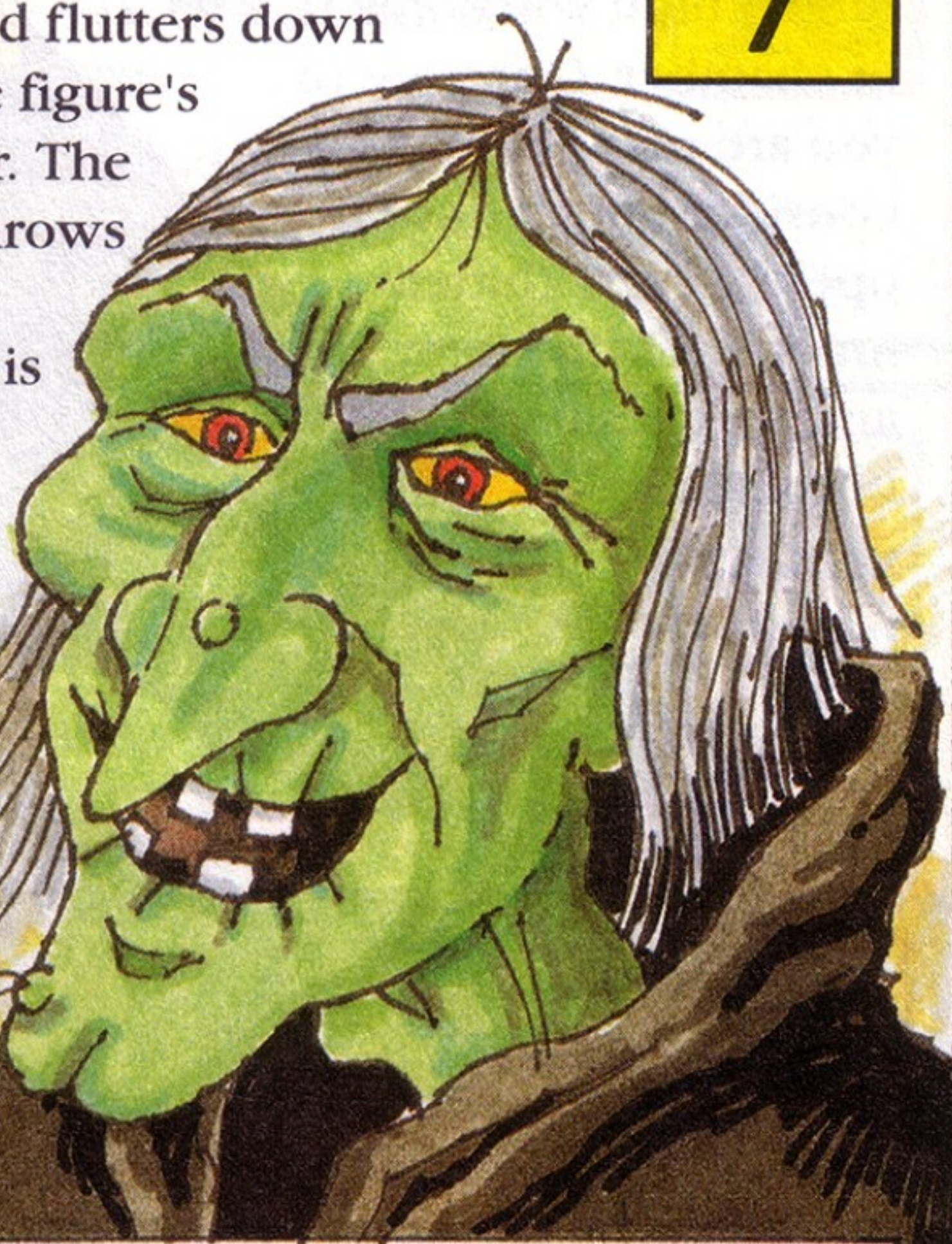
6

You run down the corridor and take the right hand passage.

Go to 16.

7

Suddenly the crow appears again and flutters down onto the figure's shoulder. The figure throws back its hood. It is the evil witch, Morgan!



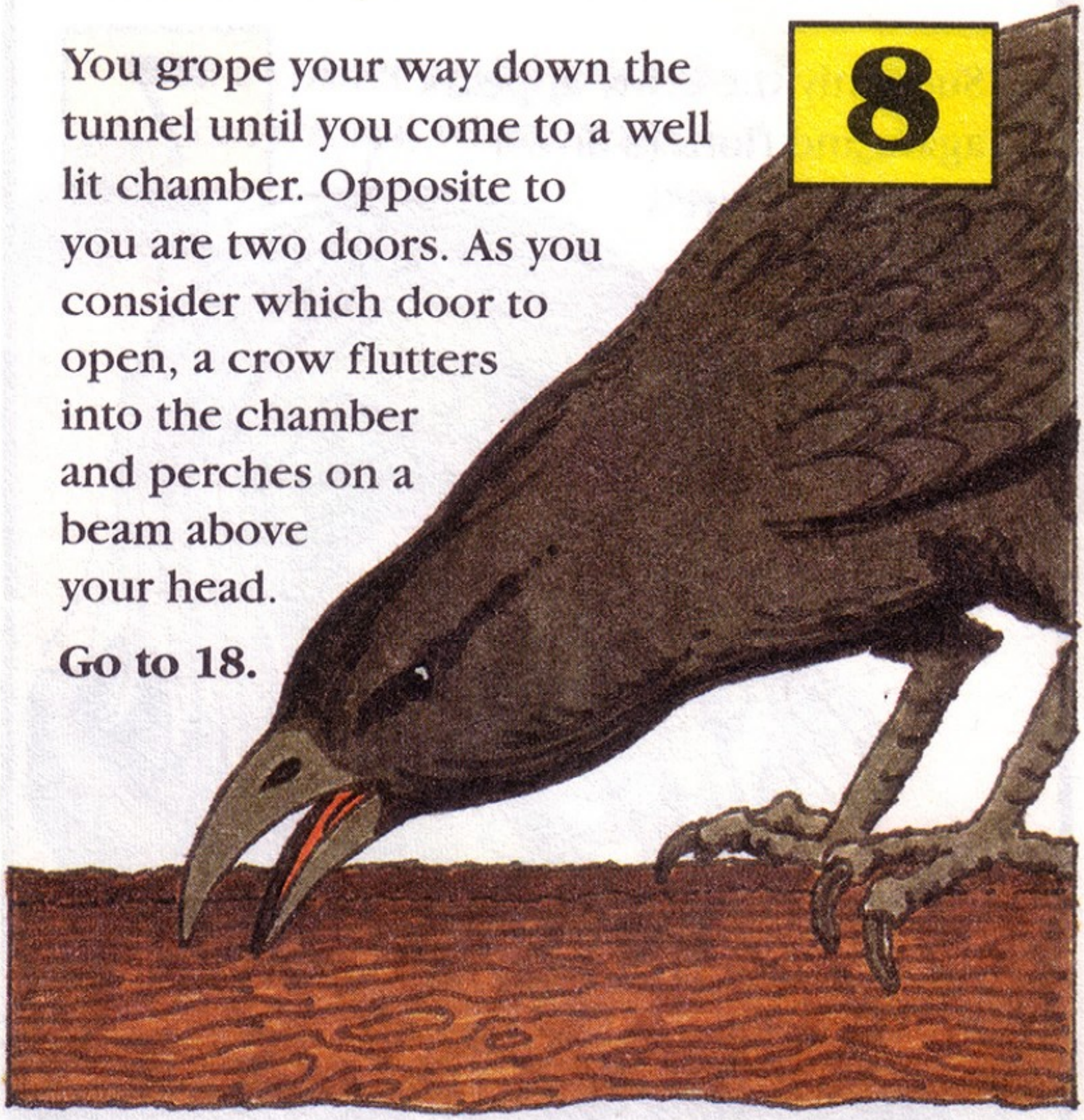
If you have the elfstone, go to 29.
If you have the war horn, go to 31.
If you have neither your quest has reached

THE END

8

You grope your way down the tunnel until you come to a well lit chamber. Opposite to you are two doors. As you consider which door to open, a crow flutters into the chamber and perches on a beam above your head.

Go to 18.



9

You give the dragon the elfstone and it points to a dark corner of the room.

Go to 37.

Now you must decide if you take the left passage or the right passage.

10

If you go left, go to 24.
If you go right, go to 16.

"Who's there?" you call through the door. The crying stops and a face appears at the bars. "I am Dorwen, the elven princess", she says. "Please can you release me from this dungeon?" Do you have a key?

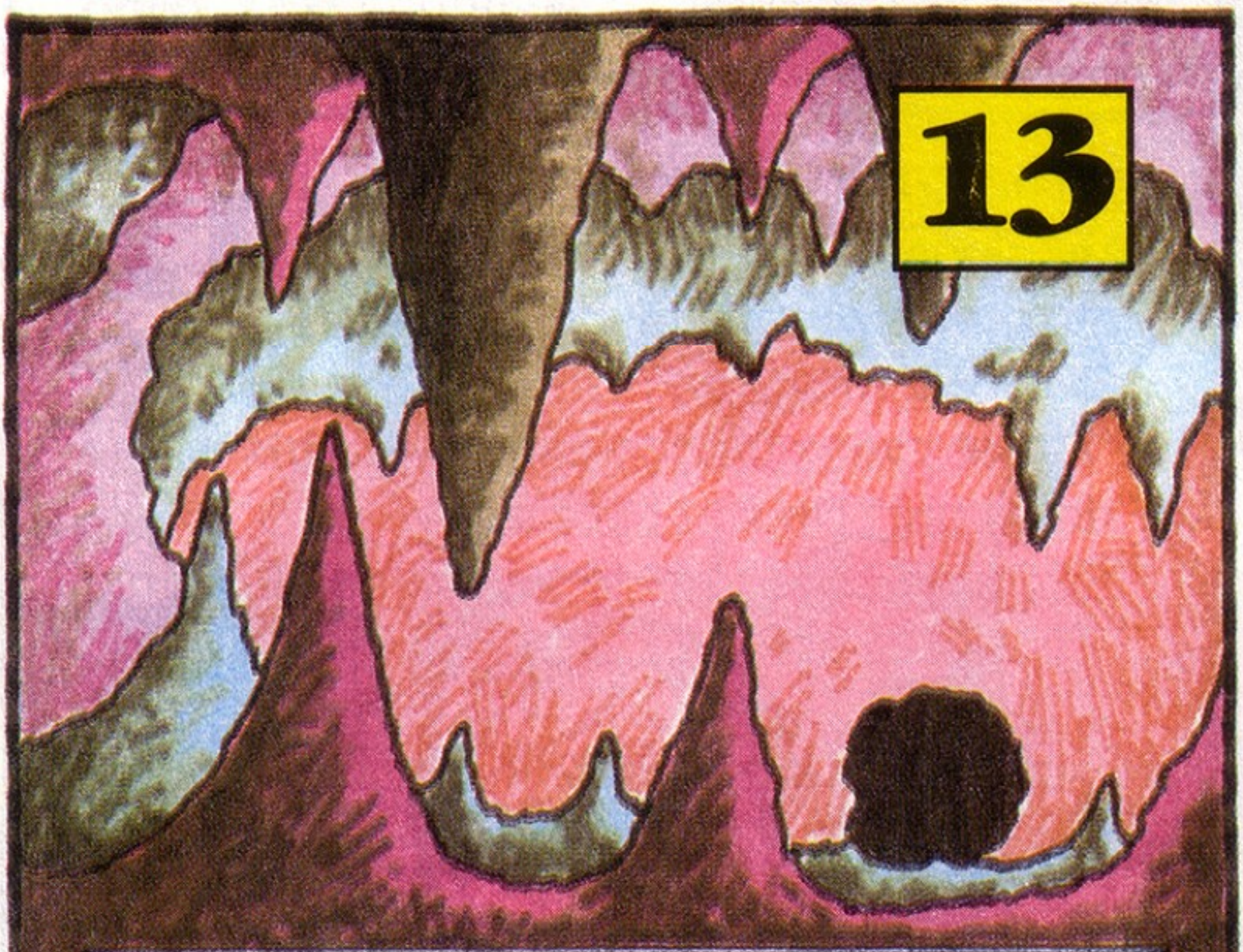
11

If you do, go to 26. If you do not, go to 12.

You say you are not able to release her.

12

Now you enter the tunnel, go to 8.



At the bottom of the stairs you find you are in the caverns beneath the Dungeons of Doom. Before you is the entrance to a dark tunnel.

If you go in, go to 8.
If you look around first, go to 27.

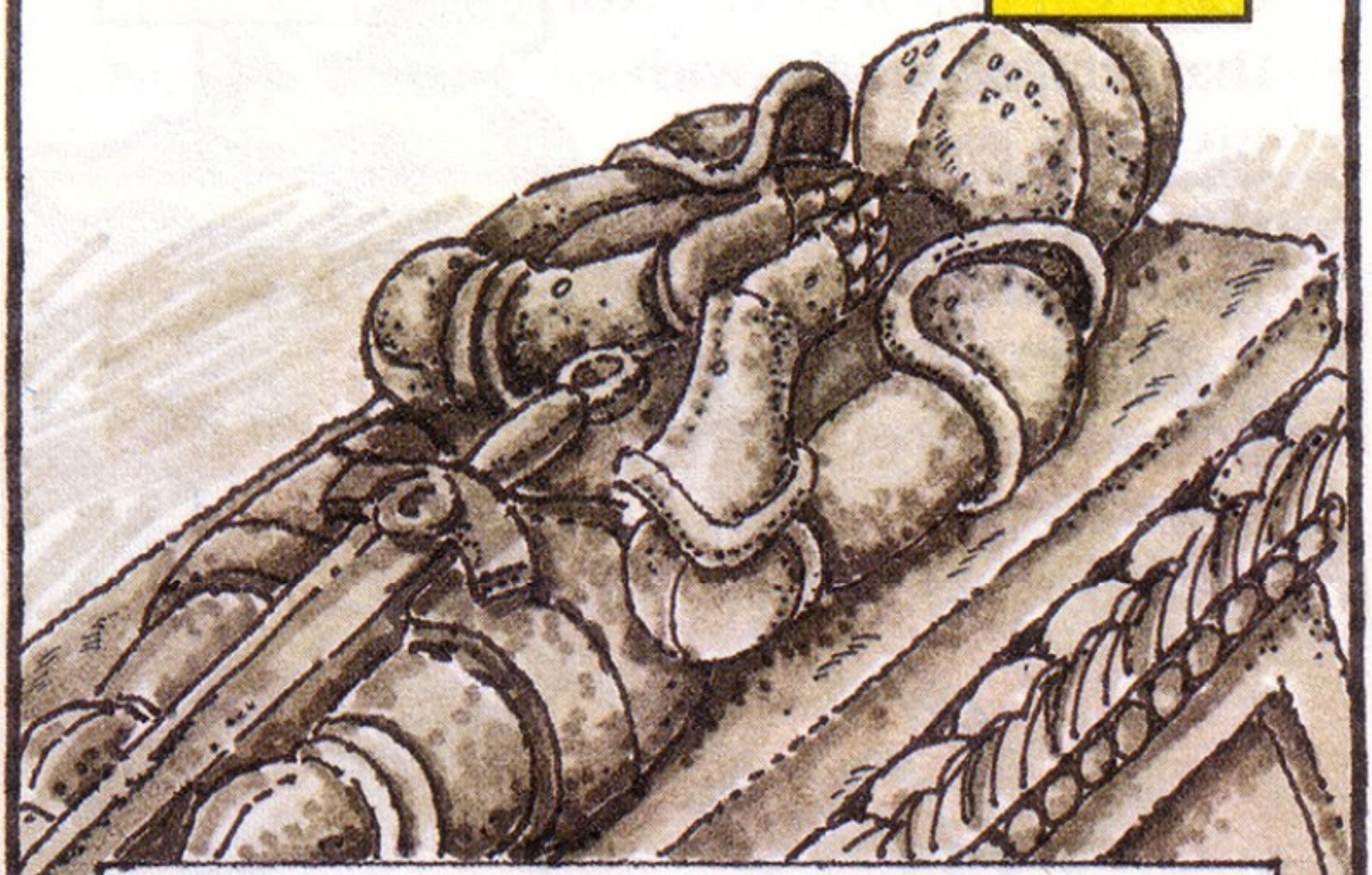
14

When you produce the horn, the dragon cringes back in fear! "Oh no!" it cries. "Not that terrible knight with his sharp sword again! Please do not summon him! Take the book and go!" The dragon gestures to a dark corner of the room.

Go to 37.

Inside the room is the tomb of an ancient knight.

15



If you leave the room, go to 33.
If you look around the room, go to 5.
If you check out the tomb, go to 28.

You hurry along the passage. Eventually you come to a stone staircase on your left.

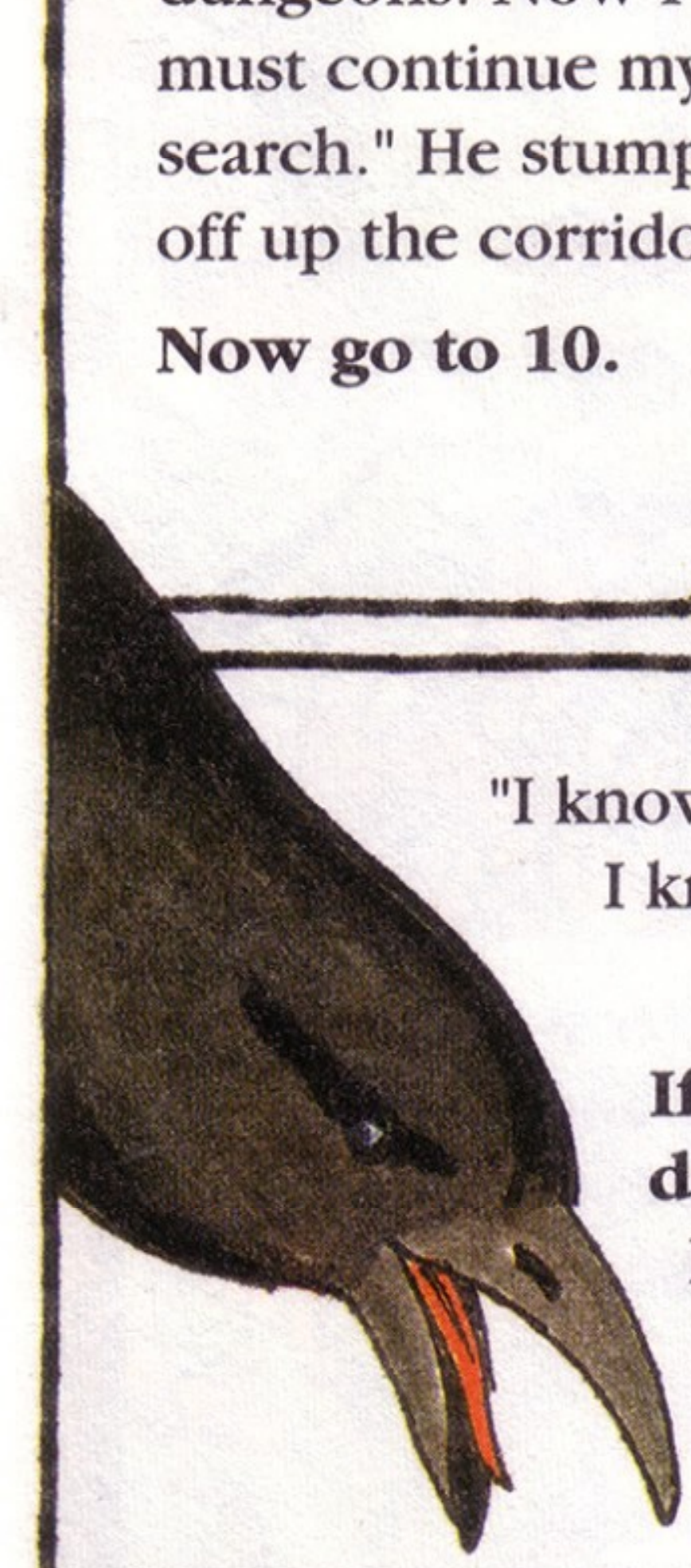
16

If you go down the stairs, go to 13.
If you carry on along the passage, go to 2.

17

"The elfstone gives great power to its wearer," he says, "but it cannot be taken, only given. As Dorwen would not give it to the witch, she was imprisoned somewhere in the dungeons. Now I must continue my search." He stumps off up the corridor.

Now go to 10.



18

"I know the way,
I know the way!"
it squawks.

If you ask the crow which door to open, go to 34.

If you open the left hand door, go to 23.

If you open the right hand door, go to 19.

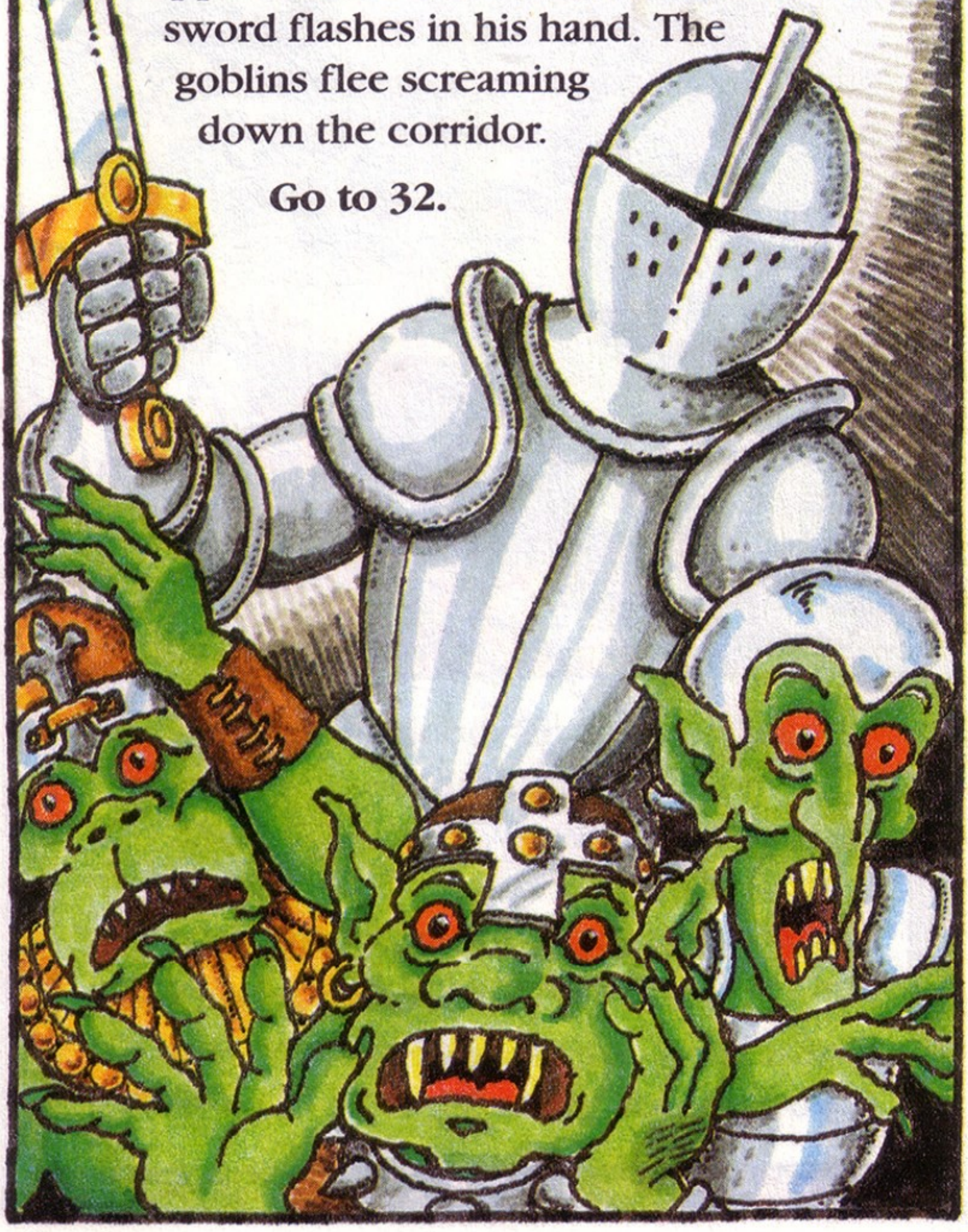
You enter a domed chamber which you see is piled high with gold and jewels! A movement catches your eye and there, on the top of the pile, you see a large dragon!

Go to 21.

20

You blow on the horn and the sound echoes down the passage. Suddenly the knight appears in front of the goblins, his bright sword flashes in his hand. The goblins flee screaming down the corridor.

Go to 32.

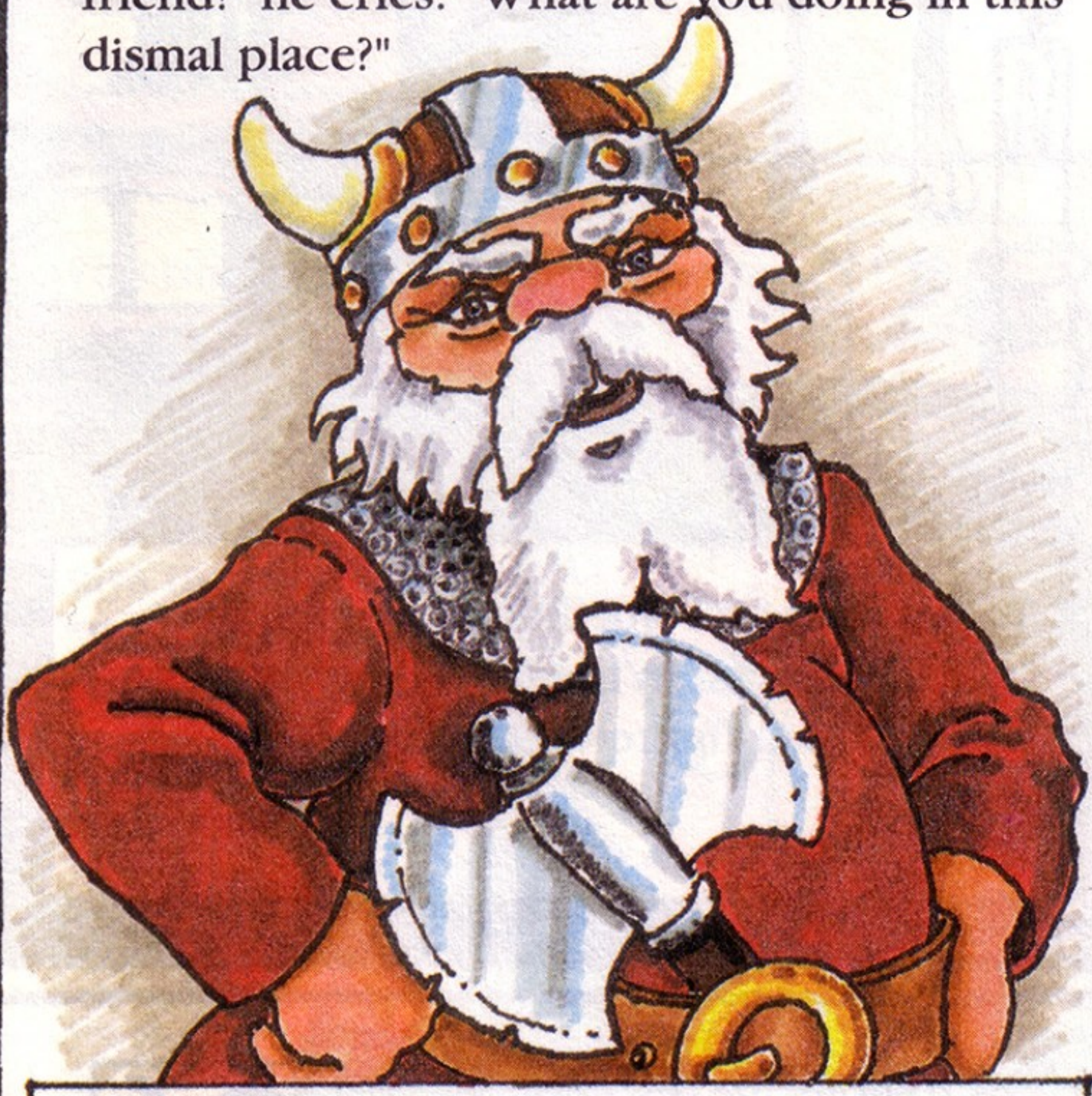


"What do you here?" booms the dragon. You say that you seek the Book of Power. "Books!" it shouts. "What do you want with books? Gold and jewels are all that matter. If you have any, give them to me and I will give you the book!"

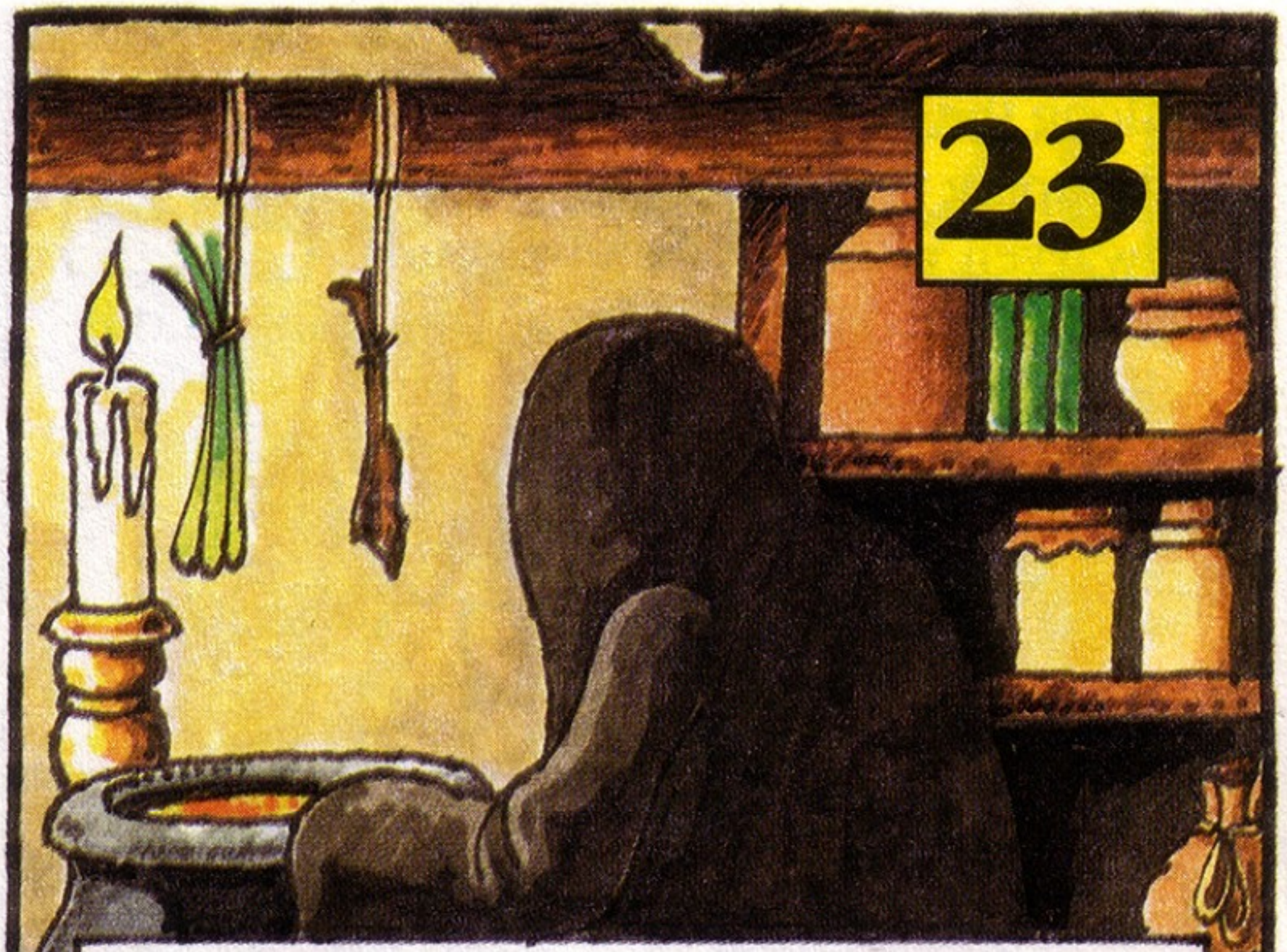
If you have the elfstone, go to 9.
If you do not, go to 35.

22

Along the corridor comes stumping the stocky figure of a dwarven warrior "Aha, my young friend!" he cries. "What are you doing in this dismal place?"



If you tell him you quest for the Book of Power, go to 30.
If you ask him what he is doing here, go to 3.



You enter a foul smelling room, full of strange objects. In the centre of the room stands a bent figure dressed in black.

Go to 7.

You walk down the passage, eventually coming to a heavy wooden door.

If you open the door, go to 15.
If you go back and take the right hand passage, go to 16.

The ring is firmly set in the wall. When you pull on it, a secret door slides open to reveal a winding stairway. You go down the stairs.

Go to 13.

25

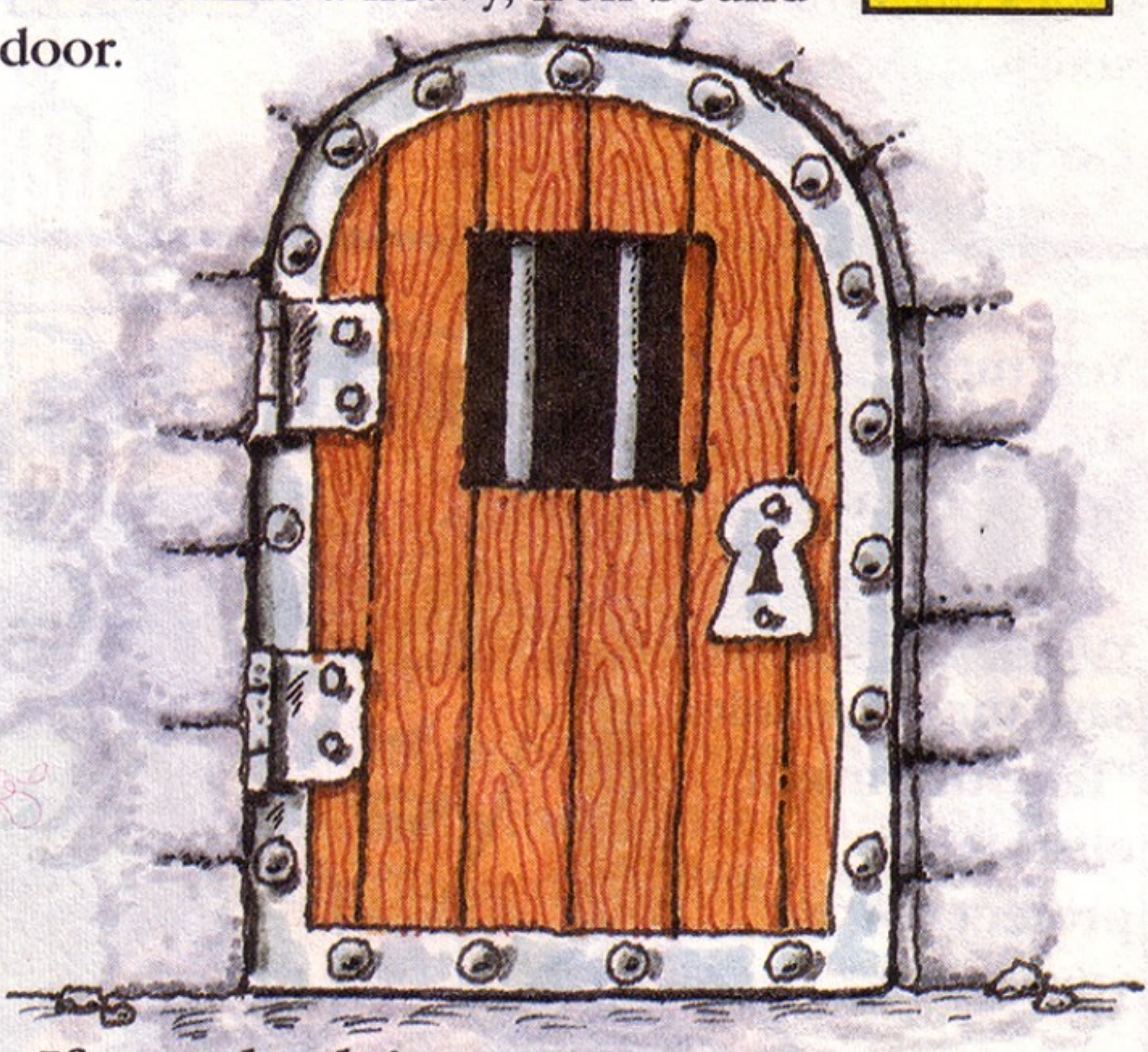
26

You turn the key in the lock and the door opens. "I owe you a debt of thanks, young adventurer," says the elf maiden. "Take this magic elfstone to protect you in your quest."

Now you enter the tunnel, go to 8.

Suddenly you hear the sound of crying. It seems to be coming from behind a heavy, iron bound door.

27



If you check it out, go to 11.
If you set off down the tunnel, go to 8.

You see the lid of the tomb is loose and you push it back. The tomb is empty!

28

If you look around the room, go to 5.
If you leave the room quickly, go to 33.

29

The witch cannot approach the power of the elfstone. You go past her and through the doorway at the other end of the room.

Go to 19.

30

"Your search may be long," he says. "The Dungeons of Doom have many levels, and below them are the caverns, the deepest and oldest part of the dungeons." He wishes you well and goes stumping off up the passageway.

Go to 10.

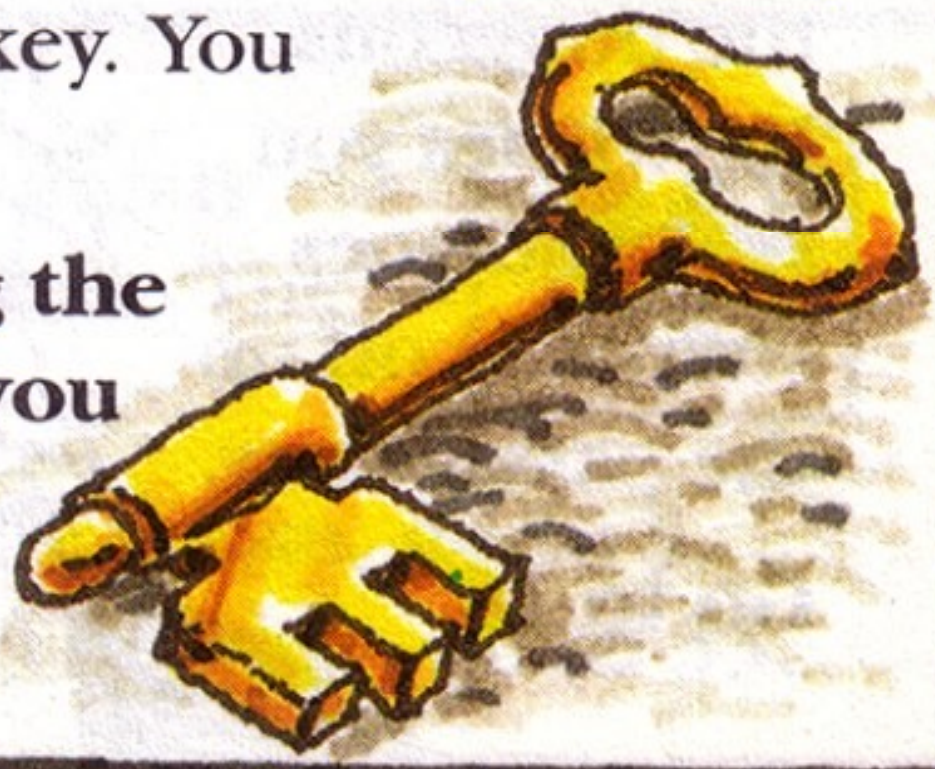
31

You blow on the horn but no sound comes out. "The knight has no power over Morgan the Fey," cackles the crow. "Your fate is sealed!"

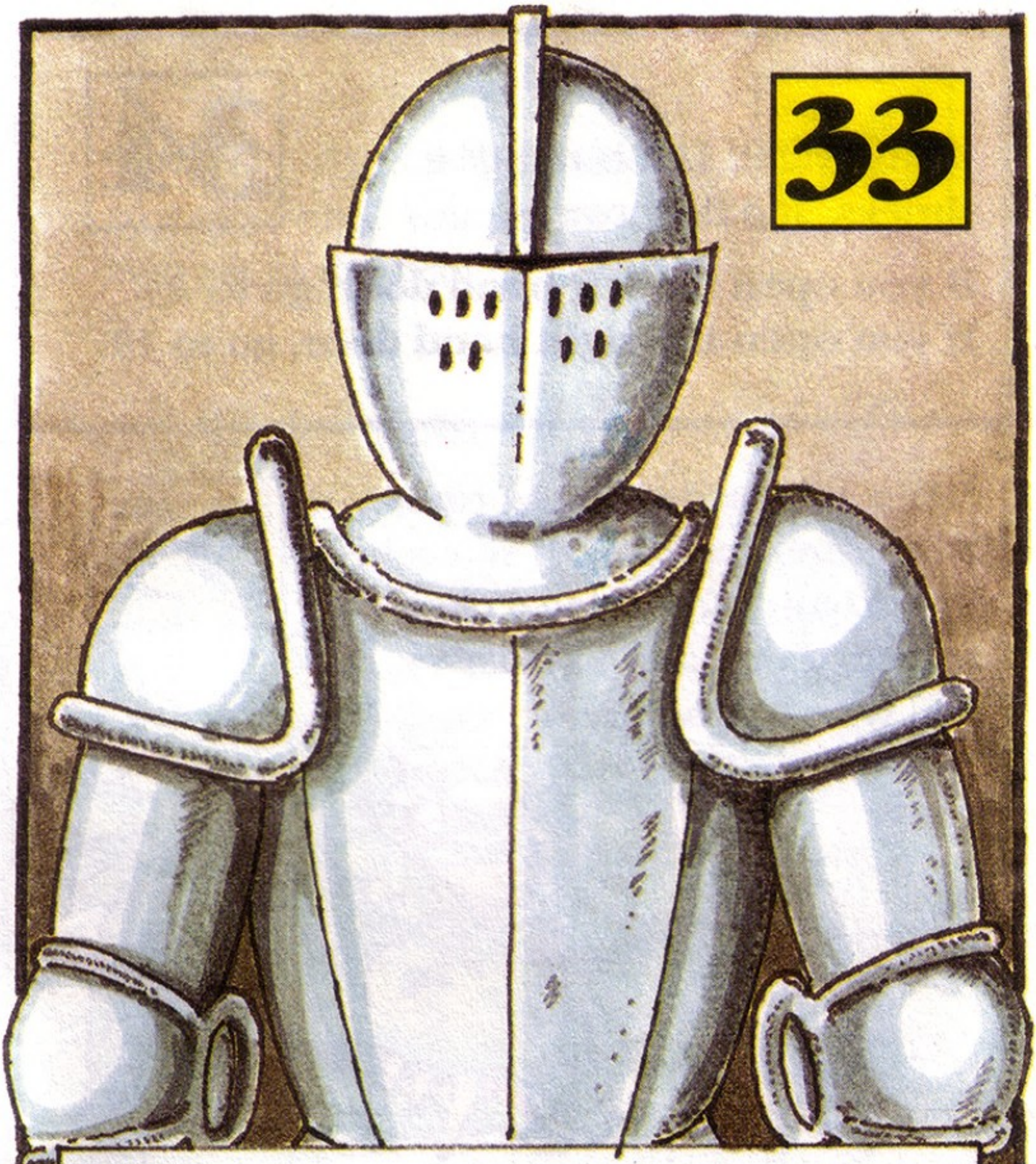
THE END

32

Before you can thank him, the knight vanishes. Then you notice that, in his flight, one of the goblins has dropped a key. You pick it up.



If you carry on along the passage, go to 36. If you go back and down the stairs, go to 13.



You open the door and before you stands the knight from the tomb. "What do you here?" he demands.

If you tell him your quest, go to 4.
If you try to run past him, go to 6.

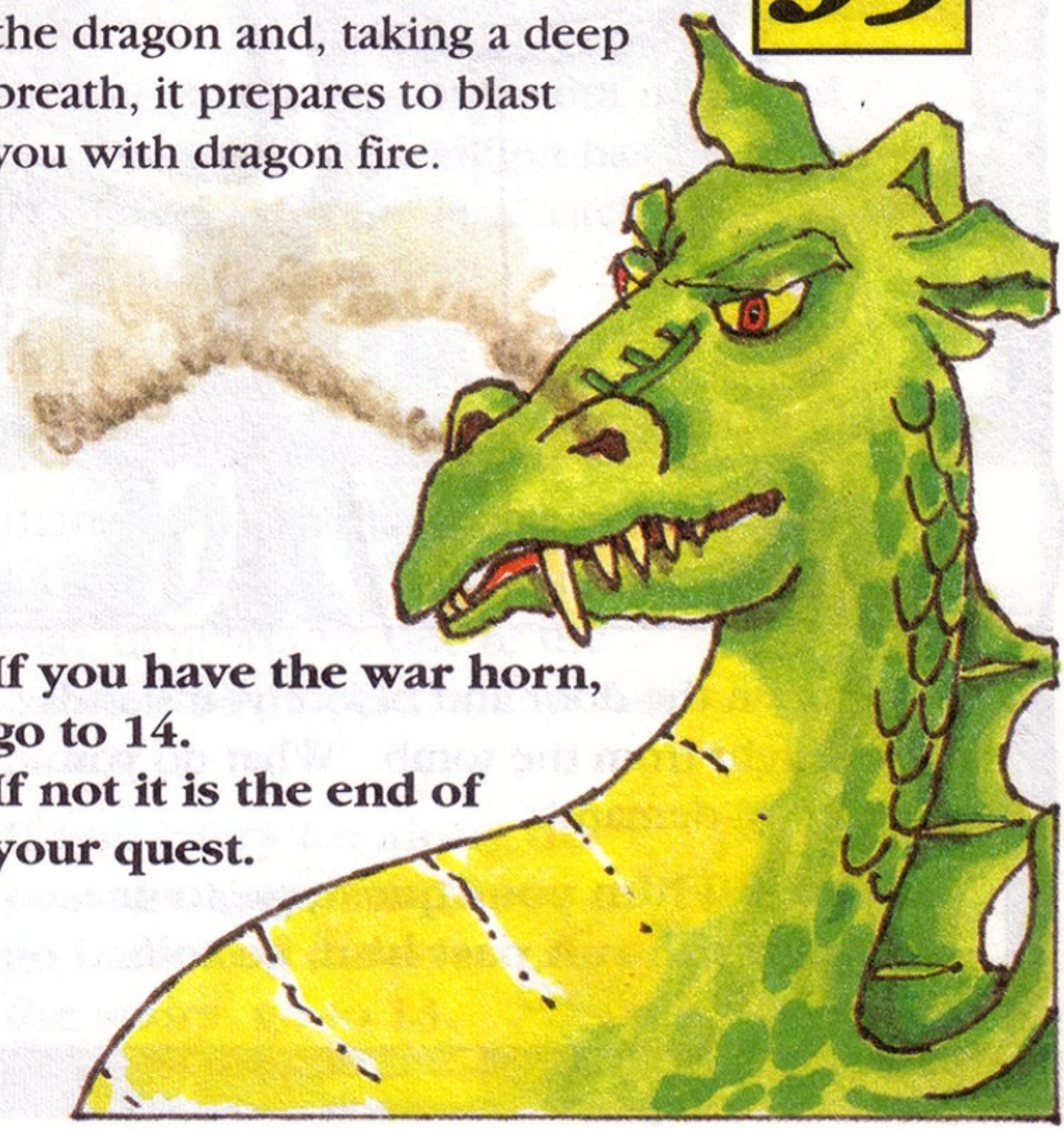
34

"Left is right! Left is right!" it shrieks, and flies away.

If you open the left hand door, go to 23.
If you open the right hand door, go to 19.

35

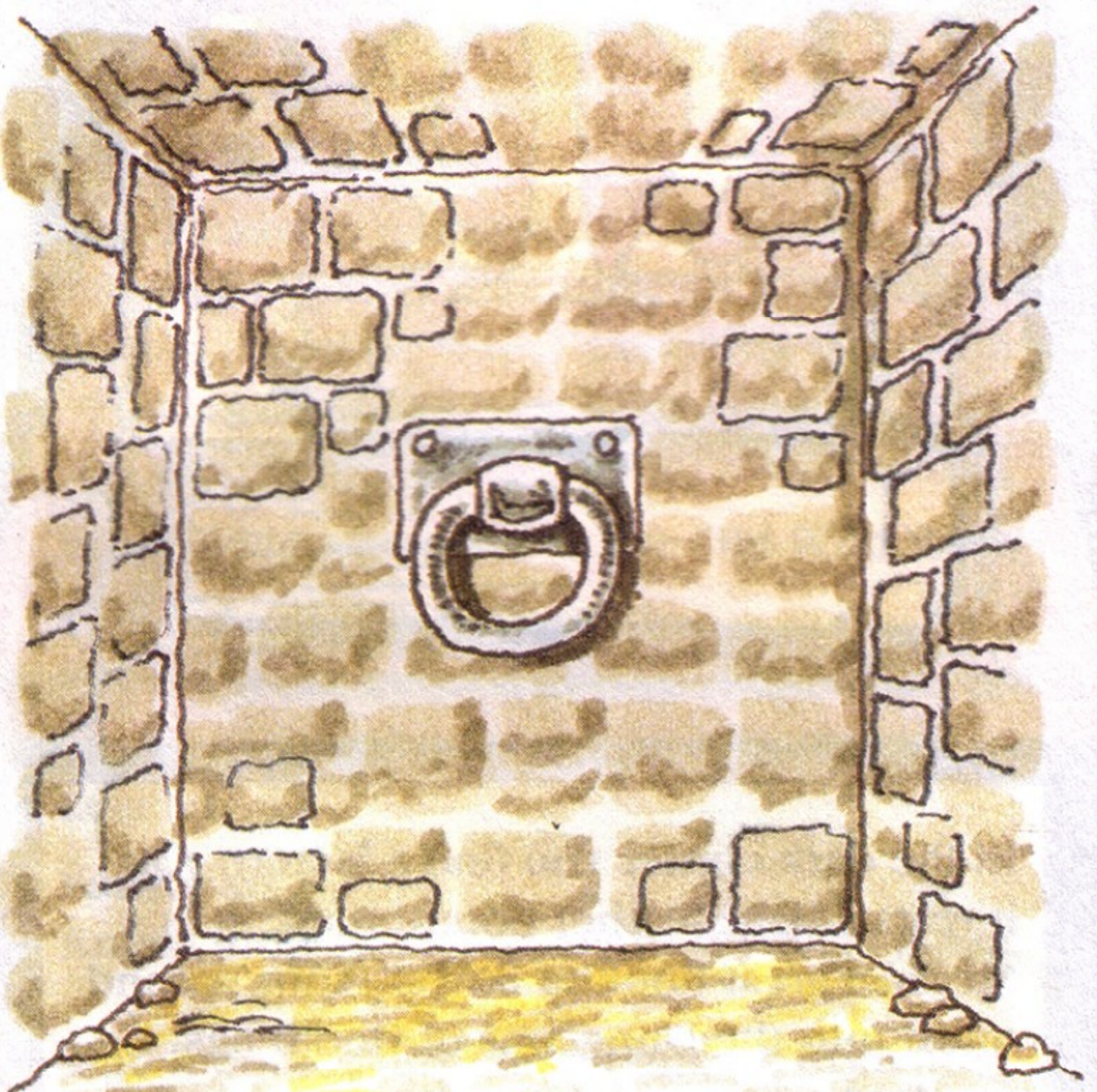
"Then it is tender, young roast adventurer for dinner!" screeches the dragon and, taking a deep breath, it prepares to blast you with dragon fire.



If you have the war horn, go to 14.
If not it is the end of your quest.

36

Suddenly the passage comes to a dead end. You see an iron ring set in the wall.



If you pull on the iron ring, go to 25.
If you go back up the passage and down the stairs, go to 13.

In the dark corner you find a lectern. On it rests a large leather bound book. It is Merlin's great Book of Power. Your second quest into the Dungeons of Doom has reached a successful conclusion.

THE END

Other Mini Adventure Comics available now:

Bug Hunt
Galactic Command Mission 2. A rescue mission on a nightmare planet of man-eating insects.

COMING SOON:

The Pharoah's Curse
Another exciting adventure for Mississippi Smith. This time you're exploring the tomb of a long-dead Egyptian king.

Gold Rush
Rip-roaring adventure in the Old Wild West.

The Labyrinth of Daedalus
The third dungeon challenge. This time you are exploring the dangerous Labyrinth of Legend.

Samurai!
An exciting adventure set in mythical Japan.

Watch out for further adventures from Mini Adventure Comics.

MINI ADVENTURE COMICS

Published by Mini Adventure Comics Ltd.
Distributed by Monarch Sales and Distribution Ltd.
Printed by Southern Litho Services.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise without the prior consent of the copyright holder.

The right of Michael C. Watson to be identified as author and illustrator of Mini Adventure Comics has been asserted by him in accordance with the Copyright, Design and Patents Act 1988.

ISSN 1351 - 1955

05 >

9 771351 195004

Copyright 1993, MINI ADVENTURE COMICS LTD.
124 Summer Road, Thames Ditton, Surrey KT7 0QR.